

WHAT IS CLAIMED IS:

1. A gaming apparatus, comprising:
  - a display unit that is capable of generating video images;
  - a first value input device located at a first geographic location;
  - 5 a controller operatively coupled to said display unit and said first value input device, said controller comprising a processor and a memory operatively coupled to said processor,
    - said controller being programmed to allow a person to make a wager,
    - 10 said controller being programmed to cause a first video image representing a first game to be generated on said display unit, said first video image representing one of the following games wagered on said first value input device: video poker, video blackjack, video slots, video keno or video bingo,
    - 15 said first video image comprising an image of at least five playing cards if said first game comprises video poker,
      - said first video image comprising an image of a plurality of simulated slot machine reels if said first game comprises video slots,
      - 20 said first video image comprising an image of a plurality of playing cards if said first game comprises video blackjack,
      - said first video image comprising an image of a plurality of keno numbers if said first game comprises video keno, and
      - 25 said first video image comprising an image of a bingo grid if said first game comprises video bingo,
      - said controller being programmed to determine a first value payout associated with an outcome of said first game,
      - 30 said controller being programmed to cause a second video image to be generated on said display unit, said second video image representing a second game wagered on by said person at a second value input device located at a second geographic location different from said first geographic location, said second video image

representing one of the following games wagered on said second value input device: a multi-player lottery or a multi-player sports game,

said second video image comprising an image of a plurality of lottery numbers if said second game comprises a multi-player lottery,  
and

said second video image comprising an image of a sports score if said second game comprises multi-player sports gaming.

2. A gaming apparatus as defined in claim 1, wherein said controller is programmed to allow said person to make a wager on at least one of said first game and said second game using said first value input device.

3. A gaming apparatus as defined in claim 1, wherein said controller is programmed to receive data representing a second value payout associated with an outcome of said second game, said second value payout data being determined by a multi-player gaming server.

4. A gaming apparatus as defined in claim 1, wherein said controller is programmed to cause said first and second video images to be generated concurrently on said display unit.

5. A gaming apparatus as defined in claim 1, wherein said first game is a single-player game.

6. A gaming apparatus as defined in claim 1, wherein said controller is programmed to receive identification information regarding said person,  
said controller being programmed to receive gaming information regarding said wager on said second game using said identification information, wherein said gaming information includes a gaming decision made by said person.

7. A gaming apparatus as defined in claim 1, wherein said second video image comprises an image of a gaming decision made by said person in relation to said second game.

8. A gaming system comprising a plurality of gaming apparatuses as defined in claim 1, said gaming apparatuses being interconnected to form a first network of gaming apparatuses.

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9. A gaming system as defined in claim 8, further comprising a second network operatively coupled to said first network, said second network comprising:

said second value input device located at said second geographic location; and

10 a multi-player gaming server operatively coupled to said second value input device,

said gaming server being programmed to allow one or more people including said person to make a wager on said second value input device,

15 said gaming server being programmed to determine said second value payout, and

said gaming server being programmed to transfer gaming information regarding said second game to said controller, said gaming information including data representing said second value payout, and information regarding gaming decisions by said person for said second game.

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10. A gaming apparatus, comprising:

a display unit that is capable of generating video images;

25 a first value input device located at a first geographic location;

a controller operatively coupled to said display unit and said first value input device, said controller comprising a processor and a memory operatively coupled to said processor,

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said controller being programmed to allow a person to make a wager,

said controller being programmed to cause a first video image to be generated on said display unit, said first video image representing a first game wagered on said first value input device,

said controller being programmed to determine a first value payout associated with an outcome of said first game represented by said first video image, and

said controller being programmed to cause a second video image to be generated on said display unit, said second video image representing a second game wagered on by said person at a second value input device located at a second geographic location different from said first geographic location.

10           11.    A gaming apparatus as defined in claim 10, wherein said controller is programmed to allow said person to make a wager on at least one of said first game and said second game using said first value input device.

15           12.    A gaming apparatus as defined in claim 10, wherein said controller is programmed to receive data representing a second value payout associated with an outcome of said second game, said second value payout data being determined by a multi-player gaming server.

20           13.    A gaming apparatus as defined in claim 10, wherein said controller is programmed to cause said first and second video images to be generated concurrently on said display unit.

25           14.    A gaming apparatus as defined in claim 10, wherein said first game is a single-player game and said second game is a multi-player game.

            15.    A gaming apparatus as defined in claim 10, wherein said second video image represents one of the following games: a multi-player lottery or multi-player sports gaming,

30           said second video image comprising an image of a plurality of lottery numbers if said second game comprises a multi-player lottery, and

            said second video image comprising an image of a sports score if said second game comprises multi-player sports gaming.

16. A gaming apparatus as defined in claim 10, wherein said controller is programmed to receive identification information regarding said person, and said controller being programmed receive gaming information regarding said wager on said second game using said identification information, wherein said gaming information includes a gaming decision made by said person.

17. A gaming apparatus as defined in claim 10, wherein said second video image comprises an image of a gaming decision made by said person in relation to said second game.

18. A gaming system comprising a plurality of gaming apparatuses as defined in claim 10, said gaming apparatuses being interconnected to form a first network of gaming apparatuses.

19. A gaming system as defined in claim 18, further comprising a second network operatively coupled to said first network, said second network comprising:  
said second value input device located at said second geographic location; and  
a multi-player gaming server operatively coupled to said second value input device,

said gaming server being programmed to allow one or more people including said person to make a wager on said second value input device,

said gaming server being programmed to determine said second value payout, and

said gaming server being programmed to transfer gaming information regarding said second game to said controller, said gaming information including data representing said second value payout, and information regarding gaming decisions by said person for said second game.

20. A gaming system as defined in claim 19, wherein said gaming apparatuses are interconnected via the Internet.

21. A gaming apparatus, comprising:

a display unit that is capable of generating video images;

a first value input device located at a first geographic location;

a controller operatively coupled to said display unit and said first value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to receive identification information regarding a person,

said controller being programmed receive gaming information regarding a wager on a game using said identification information, wherein said gaming information includes a gaming decision made by said person, and

said controller being programmed to cause a video image to be generated on said display unit, said video image representing said game wagered on by said person at a second value input device located at a second geographic location different from said first geographic location, said video image comprising a gaming decision made by said person.

22. A gaming apparatus as defined in claim 21, wherein said video image represents one of the following games: a lottery or sports gaming,

said video image comprising an image of a plurality of numbers if said game comprises a lottery, and

said video image comprising an image of a score of a sports game.

23. A gaming apparatus as defined in claim 21, wherein said controller is programmed to allow said person to make a wager on said game using said first value input device.

24. A gaming apparatus as defined in claim 21, wherein said controller is programmed to receive data representing a value payout associated with an outcome of said game, said value payout data being determined by a multi-player gaming

server.

25. A gaming apparatus as defined in claim 21, wherein said game is a multi-player game.

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26. A gaming apparatus, comprising:

a display unit that is capable of generating video images;

a first value input device located at a first geographic location;

10 a controller operatively coupled to said display unit and said first value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager,

15 said controller being programmed to allow said person to make a payline selection,

said controller being programmed to cause a first video image representing a first game to be generated on said display unit, said first video image comprising a plurality of simulated slot machine reels of a slots game, each of said slot machine reels having a plurality of slot machine symbols,

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said controller being programmed to determine a first value payout associated with an outcome of said slots game, said controller being programmed to determine said outcome of said slots game based on a configuration of said slot machine symbols, and

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said controller being programmed to cause a second video image to be generated on said display unit, said second video image representing a second game wagered on by said person at a second value input device located at a second geographic location different from said first geographic location.

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27. A gaming apparatus as defined in claim 26, wherein said controller is programmed to allow said person to make a wager on at least one of said slots game and said second game using said first value input device.

28. A gaming apparatus as defined in claim 26, wherein said controller is programmed to receive data representing a second value payout associated with an outcome of said second game, said second value payout data being determined by a multi-player gaming server.

29. A gaming apparatus as defined in claim 26, wherein said second video image represents one of the following games: a multi-player lottery or multi-player sports gaming,

said second video image comprising an image of a plurality of lottery numbers if said second game comprises a multi-player lottery, and

said second video image comprising an image of a sports score if said second game comprises multi-player sports gaming.

30. A gaming apparatus as defined in claim 26, wherein said controller is programmed to receive identification information regarding said person, and

said controller being programmed receive gaming information regarding said wager on said second game using said identification information, wherein said gaming information includes a gaming decision made by said person.

31. A gaming method comprising:

causing a first video image representing a first game to be generated, said first video image representing one of the following games wagered on at a first geographic location: video poker, video blackjack, video slots, video keno or video bingo,

said first video image comprising an image of at least five playing cards if said game comprises video poker,

said first video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said first video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said first video image comprising an image of a plurality of keno numbers if said game comprises video keno, and



said first video image comprising an image of a bingo grid if  
said game comprises video bingo;

determining a first value payout associated with an outcome of said  
first game represented by said first video image; and

5 causing a second video image to be generated, said second video image  
representing a second game wagered on by a person at a second geographic  
location different from said first geographic location, said second video image  
representing one of the following multi-player games: a multi-player lottery  
game or multi-player sports gaming.

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32. A gaming method as defined in claim 31, comprising receiving data  
representing a second value payout associated with an outcome of said second game.

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33. A gaming method as defined in claim 31, comprising:  
receiving identification information regarding said person; and  
receiving gaming information regarding said wager on said second  
game using said identification information, wherein said gaming information includes  
a gaming decision made by said person.

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34. A gaming method as defined in claim 31, comprising causing said  
second video image representing said second game to be generated, wherein said  
second video image comprises an image of a gaming decision made by said person in  
relation to said second game.

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35. A gaming method as defined in claim 31, comprising causing said  
second video image representing said second game to be generated, wherein said  
second video image comprises an image of a plurality of lottery numbers if said  
second game comprises a multi-player lottery, and said second video image comprises  
an image of a sports score if said second game comprises multi-player sports gaming.

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36. A gaming method as defined in claim 31, comprising said first video  
image and said second video image to be generated concurrently.

37. A memory having a computer program stored therein, said computer program being capable of being used in connection with a gaming apparatus, said memory comprising:

5 a first memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a person to make a wager at a first geographic location with a first value input device;

10 a second memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a first video image representing a first game to be generated on a display unit, said first video image representing one of the following games wagered on at said first geographic location: video poker, video blackjack, video slots, video keno or video bingo,

15 said first video image comprising an image of at least five playing cards if said first game comprises video poker,

said first video image comprising an image of a plurality of simulated slot machine reels if said first game comprises video slots,

said first video image comprising an image of a plurality of playing cards if said first game comprises video blackjack,

20 said first video image comprising an image of a plurality of keno numbers if said first game comprises video keno, and

said first video image comprising an image of a bingo grid if said first game comprises video bingo,

25 a third memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine a first value payout associated with an outcome of said game represented by said first video image, and

30 a fourth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a second video image to be generated on said display unit, said second video image representing a second game wagered on at a second geographic location with a second value input device.

38. A memory as defined in claim 37, wherein said memory additionally

comprises:

a fifth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to receive identification information regarding said person; and

5 a sixth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to receiving gaming information regarding said wager on said second game using said identification information, wherein said gaming information includes a gaming decision made by said person.

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39. A memory as defined in claim 37, wherein said memory additionally comprises a fifth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to receive data representing a second value payout associated with an outcome of said second game, said second value payout data being determined by a multi-player gaming server.

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